

| SCRIPTS | VENTANA ASOCIADA | CLASES | FUNCIONES |
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| Main.cpp | V 1.1 | SceneCreatorVisualApplication : JUCEApplication | String getApplicationName() String getApplicationVersion() bool moreThanOneInstanceAllowed() void initialise(const String& commandLine) void shutdown() void systemRequestedQuit() void anotherInstanceStarted(const String& commandLine) |
| | | WelcomeWindow : DocumentWindow | WelcomeWindow(String name) void closeButtonPressed() |
| Welcome.cpp Welcome.h | V 1.1 | Welcome : Component | Welcome() ~Welcome() void paint(Graphics& g) override void closeButtonPressed() |

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| Load.cpp Load.h | V 2.2 | Load : Component | Load() ~Load() void paint(Graphics& g) void resized() void openBrowser() String getColourName(int numColour) void parser(var info) void closeButtonPressed() |
| | | LoadWindow : DocumentWindow | LoadWindow(String name) void closeButtonPressed() |
| Create.cpp Create.h | V 2.3 | Create : Component | Create() ~Create void paint(Graphics& g) void closeButtonPressed() void buttonClicked(int num) void chooseButtonClicked(TextEditor* textBox) |

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| | | | void elementAdder() void coloursMenuChanged(ComboBox* colourBox) void createJSON() |
| | | CreateWindow : DocumentWindow | CreateWindow(String name) void closeButtonPressed() |
| MainComponent.cpp MainComponent.h | V 3.4 | MainComponent : Component | MainComponent(var info) ~MainComponent void prepareToPlay(int samplesPerBlockExpected, double newSampleRate) void getNextAudioBlock(const AudioSourceChannelInfo& bufferToFill) void releaseResources() void sliderValueChanged(Slider* slider) void buttonClicked(Button* button) void buttonStateChanged(Button* button) void timerCallback() void parser(var info) |

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| | | | void saveFile() void update() void openPopup() Colour colourSelector(int colourId) void paint(Graphics& g) void resized() void selectView(int view) void SHEval3(const float fX, const float fY, const float fZ, float* pSH) void handleIncomingMidiMessage void handleNoteOn(MidiKeyboardState*, int midiChannel, int midiNoteNumber, float velocity) void handleNoteOff(MidiKeyboardState*, int midiChannel, int midiNoteNumber, float /*velocity*/) void midiButton(float noteNumber) void midiMove(float noteNumber, int velocity) |
| | | MainWindow : DocumentWindow | MainWindow(String name) void closeButtonPressed() |
| Artist.cpp Artist.h | - | Artist | Artist(String name, String pathIcon, String pathTrack, Vector3D<float> coor, Colour colour) ~Artist() |

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| | | | void setName(String name) void setIcon(String path) void setTrack(String path) void setCoor(Vector3D<float> coor) void setColour(Colour colour) Image getIcon() String getIconPath() String getTrack() String getName() Vector3D<float> getCoor() Colour getColour() |
| Sphere.cpp | V 3.4 | SphereBackground : Component | SphereBackground() ~SphereBackground() void selectOwl(int owlNumber) void resized() override void paint(Graphics& g) |
| | | SpherePanner : Component | SpherePanner() ~SpherePanner() void selectOwl(int newOwl) |

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| | | | void setHp(bool isHp) void resized() void paintOverChildren(Graphics& g) |
| | | MyElement | MyElement() ~MyElement() void setColour(Colour newColour) Colour getColour() void setTextColour(Colour newColour) Colour getTextColour() void setCoordinates(Vector3D<float> newCoordinates) Vector3D<float> getCoordinates() void setActive(bool isActive) bool getActive() void setLabel(String newLabel) String getLabel() void setGrabPriority(int newPriority) int getGrabPriority() void setGrabRadius(float newRadius) float getGrabRadius() |